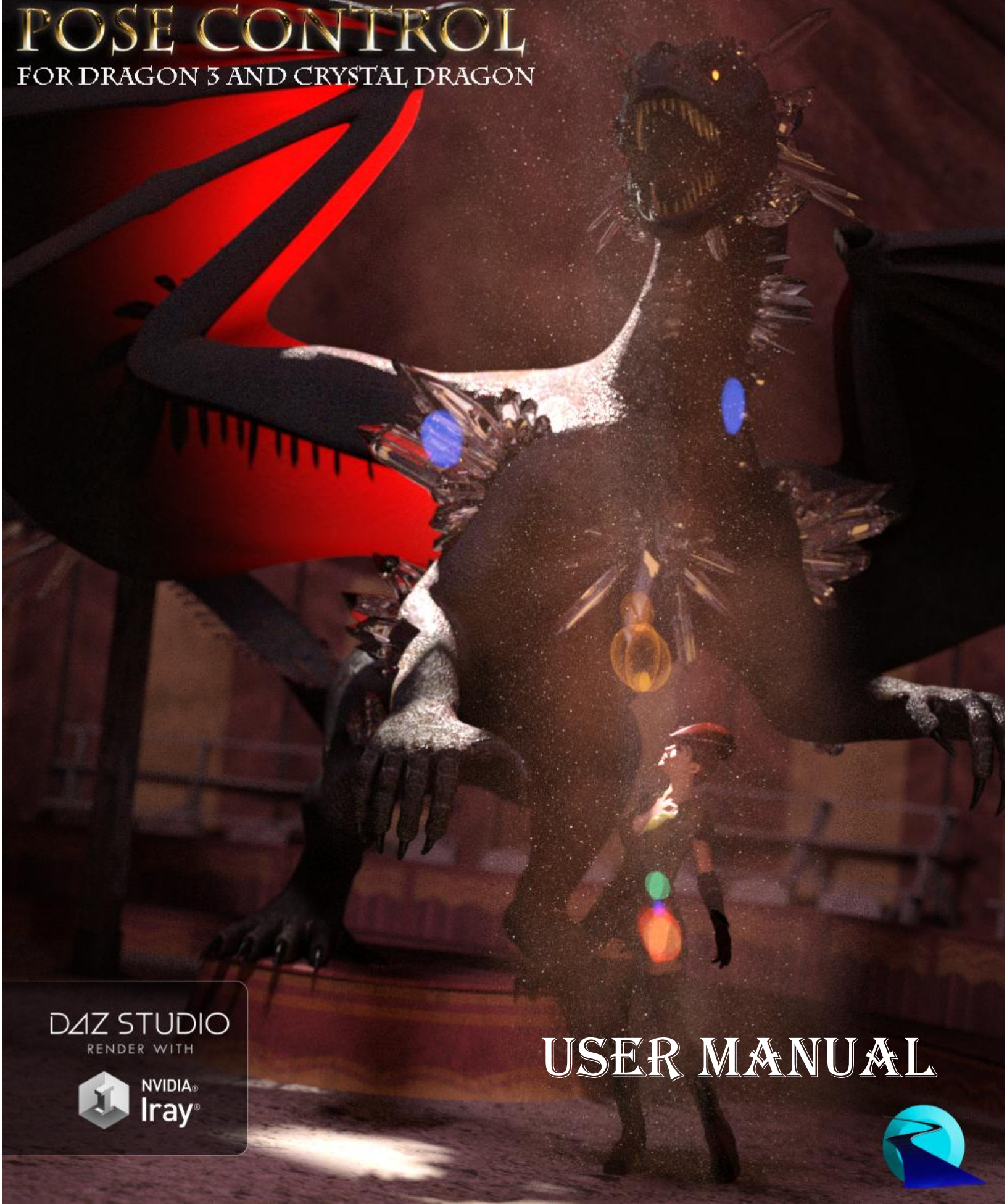


# DRAGON MASTER POSE CONTROL

FOR DRAGON 3 AND CRYSTAL DRAGON



DAZ STUDIO  
RENDER WITH



NVIDIA®  
Iray®

## USER MANUAL



Dragon Master Pose Control User Manual

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## Introduction

Get control over your Dragon! Dragon Master Pose Control gives you a set of pose control scripts for creating or enhancing poses for Dragon 3 and Crystal Dragon! Written specifically for the bone structure of the Dragon 3 and his descendants, these pose scripts allow you to precisely target body parts of the dragon. And, even better, they directly manipulate the bones of the dragon and use none of the morph dials. Why is this important? Because this means that nothing in the poses is baked in, and mirrors can easily be created on your pose using Daz's Symmetry Tool.

## Features

- Dragon Neck Control - twist, turn, or curl the neck of your dragon
- Dragon Tail Control - twist, turn, or curl the tail of your dragon
- Dragon Wing Control - fold, cup, flap, and move wings forward and backwards
- Randomize Dragon - Create new poses, or enhance existing ones, by precisely targeting which body parts to randomize a little for a hint of realistic imperfection or randomize a lot to create new poses.
- Settings are automatically saved and restored

Note: Dragon Master Pose Control should work with other Dragon types, but it is dependent on their bone structure.

**No poses are included with package.**

## How to use

Dragon Master scripts are very easy to use. To use a Dragon Master Pose Control script:

1. Select **one** dragon in your scene. It does not matter where you select the dragon.
2. Before starting a script, it is recommended to move the viewport camera so that it frames the selected dragon or body part.
3. Double-click the Dragon Master script to start.
4. Configure options. If Live Preview is checked, the Dragon Master script will immediately execute and change the selected dragon. If Live Preview is not checked, click the Preview button to see how your options will affect the dragon.
5. *For Randomize Dragon Script Only.* The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **not** change the exact perturbation being performed (i.e., if you move the slider from 0.1 to 0.2 and then back to 0.1, the **exact same pose** will be shown). If you click the Preview button, the Dragon Master Script will change the perturbation used.
6. When you are happy with your pose, click Ok.
7. If you are unhappy with your pose, click Cancel and all changes are discarded.

*Note that every button and every slider has a tooltip. If you get stuck, hover over a button to see information about it.*

I am very proud of Dragon Master Pose Control. I used it extensively in creating the large pose collection in the Dragon Master Poses product, so you can be assured that it works and is useful. Thank you very much for purchasing the product!

RiverSoftArt



## Dragon Neck Control

The Dragon Neck Control script provides precise and fast control over the neck of your dragon. The Dragon Neck Control script allows you to easily and quickly twist, turn, or curl the neck of your dragon.

You control the neck by adjusting the Bend, Side to Side, and Twist sliders to move the neck in the corresponding direction. The script sets each bone of the neck's orientation based on these values. The script starts from the base of the neck and works down towards the head. However, you can change where the script starts by selecting the start neck section radio group. As the script moves from bone to bone down the neck, it increases or decreases the Bend/Side To Side/Twist values by multiplying them by the corresponding Propagation Strength. A propagation strength of less than one will make the effect

taper off as the script goes down the neck. Conversely, propagation strengths greater than one will increase the effect as the script goes down the neck.

The Perturbation Strength slider allows you to add perturbation to the twist, turn, or curl to give a subtle (or not so subtle) imperfection to the neck pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new neck pose. Finally, the Obey Limits



Figure 2 - Original Neck Pose (Background), Modified Neck Pose

checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

*Note that you do not need to select the neck before executing this script. The script automatically finds the base of the neck and stops adjustments when it reaches the head of the dragon.*

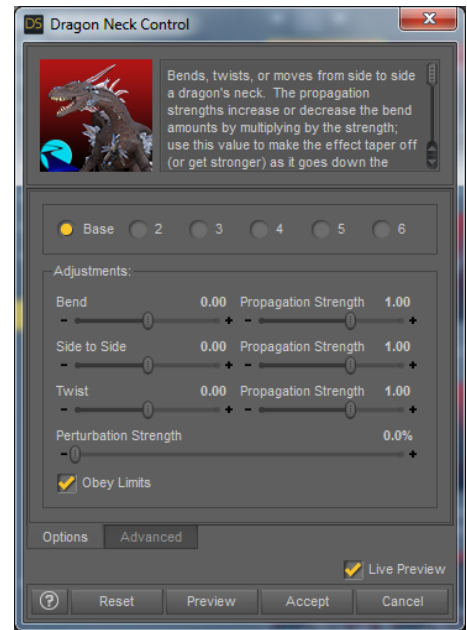


Figure 1 - Dragon Neck Control Dialog

## Dragon Tail Control

The Dragon Tail Control script provides precise and fast control over the tail of your dragon. The Dragon Tail Control script allows you to easily and quickly twist, turn, or curl the tail of your dragon.

You control the tail by adjusting the Bend, Side to Side, and Twist sliders to move the Tail in the corresponding direction. The script sets each bone of the Tail's orientation based on these values. The script starts from the base of the tail and works down towards the tip. However, you can change where the script starts by selecting the start tail section radio group. As the script moves from bone to bone down the tail, it increases or decreases the Bend/Side To Side/Twist values by multiplying them by the corresponding Propagation Strength. A propagation strength of less than one will make the effect taper off as the script goes down the tail. Conversely, propagation strengths greater than one will increase the effect as the script goes down the tail.

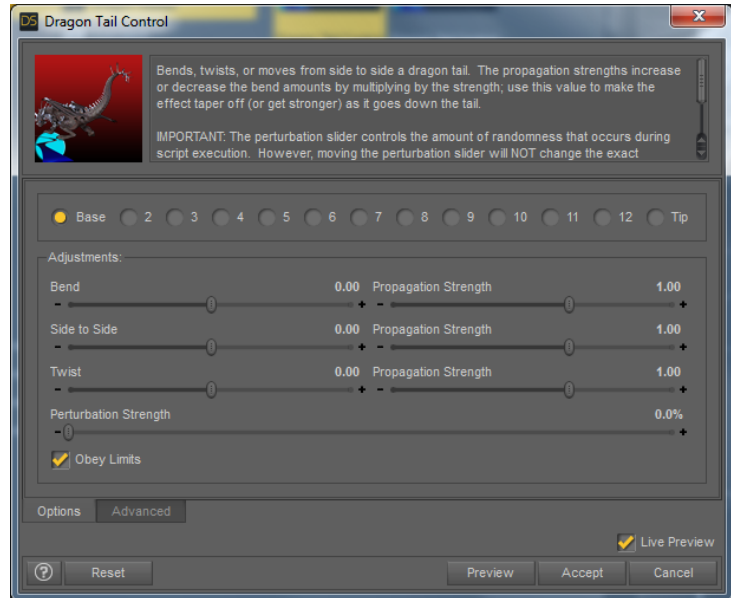


Figure 3 - Dragon Tail Control Dialog

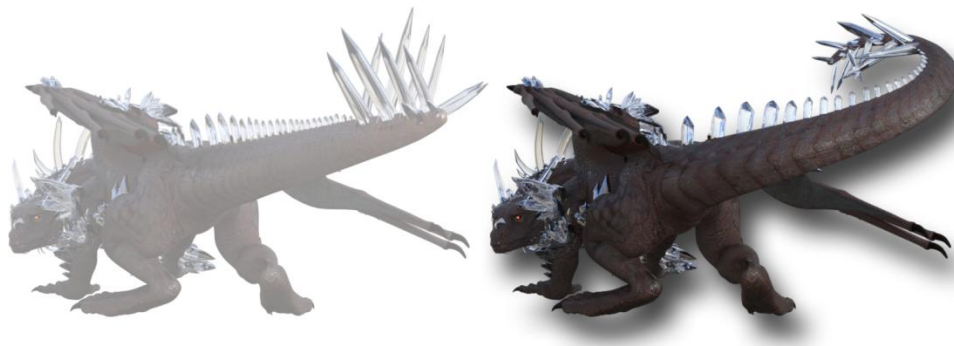


Figure 4 - Original Tail Pose (Background), Modified Tail Pose (Foreground)

The Perturbation Strength slider allows you to add perturbation to the twist, turn, or curl to give a subtle (or not so subtle) imperfection to the tail pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new tail pose. Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

*Note that you do not need to select the tail before executing this script. The script automatically finds the base of the tail.*

## Dragon Wing Control

The Dragon Wing Control script provides precise and fast control over the wings of your dragon. The Dragon Wing Control script allows you to easily and quickly fold, cup, flap, and move wings forward and backwards. You can apply settings to the right wing only, the left wing only, or both wings at once.

You control the wings by adjusting the Cup, Fold, Flap, and Forward/Back sliders. The Cup slider bends the wing fingers to provide a curl in the wing from its leading edge to its back edge. The Fold slider will fold or expand the wing. The Flap slider moves the wings up and down. The Forward/Back slider rotates the wings forwards or backwards. For the Cup, Flap, and Forward/Back sliders, the script sets each bone of the Wing's orientation based on these values. The Fold slider controls the percentage amount the wings are folded. The script starts from the base of the wing (near the body) and works out towards the tip. As the script moves from bone to bone down the wing, it increases or decreases values by multiplying them by the corresponding Propagation Strength. A propagation strength of less than one will make the effect taper off as the script goes outwards on the wing. Conversely, propagation strengths greater than one will increase the effect as the script goes outwards on the wing.

The Perturbation Strength slider allows you to add perturbation to fold, cup, flap, and wing movement to give a subtle (or not so subtle) imperfection to the wing pose. The perturbation slider controls the



Figure 6 - Original Wing Pose (Background), Modified Wing Pose (Foreground)

amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new wing pose. Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

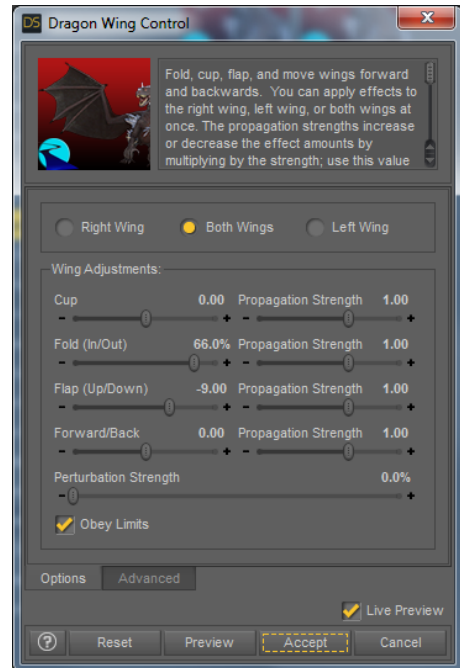


Figure 5 - Dragon Wing Control Dialog



The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.

*Note that you do not need to select the wing before executing this script. The script automatically finds the base of the wing(s).*

*The Dragon Wing Control **requires** Dragon 3 characters.*

## Randomize Dragon

The Randomize Dragon script allows you to create new poses, or enhance existing ones, by precisely targeting which body parts to randomize a little for a hint of realistic imperfection or randomize a lot to create new poses.

The Randomize Dragon script is designed for Dragon 3 and Crystal Dragon and uses detailed knowledge of their bone structure to allow you to precisely target body parts for randomization. Select body parts to randomize, set the Perturbation Strength slider and see your new pose. The perturbation slider controls the amount of randomness that occurs during script execution. However, moving the perturbation slider will **NOT** change the exact perturbation being performed (i.e., if you move the slider from 10% to 20% and then back to 10%, the exact same pose will be shown). If you click the Preview button, the script will change the random seed that is used by the perturbation, giving you a new pose.

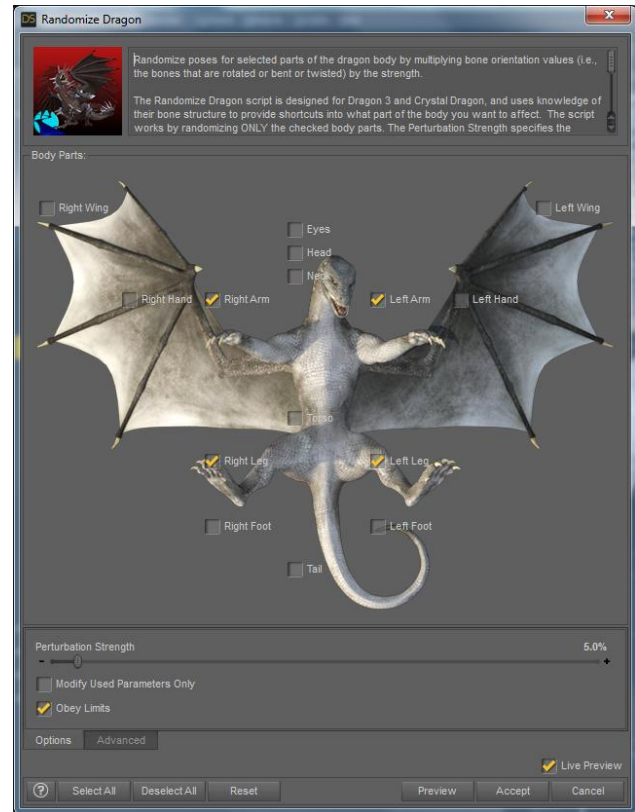


Figure 7 - Randomize Dragon Dialog

The Modify Used Parameters Only checkbox controls which bones in a body part are randomized. If this checkbox is checked, only non-zero bone orientations are randomized. This allows you to target only



Figure 8 - Original Pose (Background), Randomized Pose (Foreground)

currently used, essentially modifying the current pose only - especially when the perturbation strength is small. When this checkbox is not checked, the script

can create entirely new poses targeting

bones not used yet. Finally, the Obey Limits checkbox controls whether the bone orientations can exceed the bone limits or not. This prevents the script from creating bone orientations that are too extreme.

The Advanced tab contains the current random seed being used (which changes every time you click Preview or Accept). You can change this value to make the script use the same random seed from an earlier script execution.